




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Coloured Sticker:  	CATEGORY: Green NCBO: England PLAYERS: Chris Jagger Jeffrey Allerton
Wide range (occ. 4) at 1-level; often 6 at 2-level; may be up to 19 HCP						
RESP: 2new suit NF over 1L; otherwise F1 & jumps FIT; cue support F1;		Suit	Lead	In Partner's Suit		
jump cue: 3-level mixed raise; 4-level SPL; Jump raise PRE, NT NAT		NT	4 th from honours (2 nd bad suit, MUD or top of 3 low) K STR			
(1♠)-2♥-(2♠) 2NT L/R as no cue available		Subseq	ATT in new suit;			
4 th seat: 2-level new suit NF in competition		Other: REMAINDER COUNT when continuing a suit with a low card				
(1x) – P – (1y) – 2x & 2y both NAT; Re-opening similar but K lighter		Can lead top in partner's suit from minimum length with weakness				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
2 nd : 15-18; RESP STAYMAN/TRANS; 4 th LIVE 16-19 RESP NAT		Lead	Vs. Suit	Vs. NT		
In Competition 2NT+ Lebensohl style as after 1NT opener; DBL T/O		Ace	AKx(+), AQx(+), Ax(+); REV. ATT		GENERAL APPROACH AND STYLE	
Re-opening: 11-15 (PH 9-11) Responses: 2♣ ENQ + Transfers		King	AK(+), KQ(+); CT			
PH LIVE shows 5-5 in lowest two unbid suits		Queen	KQ(+) or QJ(+); REV. ATT		Acol with weak twos in ♦/♥/♠	
		Jack	KJ10(+), J10(+);		5-spade suit; 1♠ may be three if 4333/3433	
		10	109(+); K109(+); Q109(+)		With 15-19BAL, typically open lower of two 4-card suits	
JUMP OVERCALLS (Style; Responses; Reopen)		9	9x		Pre-empts classical in 2 nd or 1 st VUL; random 1/3 NV	
WK, Random NV (5+ cards), RESP similar to PRE opener; jumps FIT		Hi-x	Sx, xSs, xSxx		1-level opening bids can be quite light, especially NV	
2NT: lowest 2 unbid suits, RESP NAT, cue = good hand		Lo-x	HxxS, HxS, HxxSx		1NT Opening: (11)12-14, 6m or 5M possible but not routine	
		SIGNALS IN ORDER OF PRIORITY			2 OVER 1 Response: 9+ HCP, forcing to two of partner's suit	
Reopen: INTERMEDIATE 6+ cards; 2NT NAT 19-21 RESP as open			Partner's Lead	Declarer's Lead	Discarding	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Suit				1M-3♣ = either a limit raise to 3M or strong with ♣
(1m)–2m: 55+ in ♥+♠ WK+; RESP: 2♦ ask, 2NT/3cue=UCB in ♥/♠		1	Lo = ENC	S/P	Lo = ENC	P-1M-2♣ = either natural or good raise to 2M+
(1M)–2M: 55+ in OM +m, Constructive+ RESP: 2NT INV+ relay;		2	Lo = ODD	Lo = ODD	Lo = ODD	
After (1M)–2M: 3♣ PoC, jumps PRE; DBL PEN; RDBL = own suit		3	S/P		S/P	
(1m 2+)-3m=NAT. (1♠NAT)-3♠ =♠+♦, other(1x)-3x asks for stop		NT	1	Lo = ODD	"SMITH SIGNAL"	Lo = ENC
VS. NT (vs. Strong / Weak; Reopening; PH)		2	Lo = ENC	Lo = ODD	Lo = ODD	
Non-PH 2♣=♥+?, 2♦=♠+?, 2M/3m NAT, 3M=NAT, CONTR, 2NT=♣+♦		3		S/P	S/P	
(1NT)-2m-(P)-step 1=PoC, 3♠=FG relay, 3♦=INV with 3M & 3+OM		Signals (including Trumps): REVERSE ATTITUDE; REMAINDER				
X PEN After X of 1NT opening and runout, X=T/O, P=not forcing		COUNT; SMITH v NT: PETER BY EITHER HAND ENC LEAD vs NT;				
Passed Hand: DBL = 4 spades + a minor		S/P IN TRUMPS; S/P to opening lead if dummy/dec. known to be short				
X of Stayman or transfer shows suit doubled.		Doubles				
After Jacoby transfer, 'cue' = T/O dbl with 0/1 of their suit						
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)				
(3♠)-4♣/♦ =♥+♠/♦+M; (3♦)-4♦=any 2 suits, (3M)-4M/4NT=OM+m/♣+♦		10+ HCP Shape-suitable or STR (19+ or equivalent); K less by reopener				
(4m)-4NT=NAT; (4M)-4NT =2 suits; (2M)– 4m 55+ in OM and suit bid		Responses: (1m)-X-(P)-2m =F1; jumps 8-11, 1NT 6-10				
(2♦)-3♦=♥+♠; (2♦)-4♣ =♣+♥; (2♦)-4♦=♣+♠ (Weak 2)-X = t/o + LEB						
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES				SPECIAL FORCING PASS SEQUENCES
DBL = MM, NT shows the minors		Most X T/O before fit found or hand defined (some game-try).				1x – (2x 2-suiter) – x now FP after non-jump bids by 4 th hand only
After natural overcall, NT bids act as UCB if no cue available		After PEN DBL of 1NT opening, next double is T/O				Higher-level P only F if we have clearly forced from strength (V or NV)
Jumps WK; P then bid after 1♠ strong.		1 st dbl T/O after strength showing redouble/double of 2-suited overcall.				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
General style very aggressive NV		DBL of suit we have bid or implied is PEN				
OVER OPPONENTS' TAKEOUT DOUBLE		Action X: by Pre-emptor shows extra offence.				
1Y–(DBL)–RDBL STR 9+ now P F2Y with next DBL T/O		RESP DBL show 2 places to play, may not have OM				
New suits F1 by unpassed hand, jumps often FIT, 2NT L/R+		(2/3x)-DBL-(raise)-DBL shows convertible values				
		DBL after partner's PRE is PEN				PSYCHICS: Rare.

OPENING	TICK IF ARTIFICIAL	MIN. No. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING OR IN COMPETITION
1♣		3	4♠	NAT, 4+♣ or 4333/4344 Open lower of two 4-card suits with 15-19BAL	Inverted minors, 2NT bad raise. New suit = natural, F1 Strong jump shifts Double jumps= splinters	1♣-1♦-1NT-15-17 (then 2♣ enquiry).Puppet/transfer after 1♣-1M-1NT 2NT jump rebid = 18-19 (then 3♣ asks for support, maybe signoff) 1♣-1♥/♠-3♦ =4-card support, either 17-19 Bal or very strong 1♣-1♠-2♠-3♦ = 4 card FG enquiry, 3 steps 3 cards.	Fit Jumps 1♣-(1♥): -dbl=4♠, 1♣=5+ 1♣-(1♦): -dbl=4♥+4♠ Responder's cue =good raise
1♦		4	4♠	NAT Open lower of two 4-card suits with 15-19BAL	Inverted minors, 2NT bad raise. New suit = natural, F1; Strong jump shifts Double jumps= splinters	1m-2m-2NT (15-19 BAL)-3♠/♦=enquiry 1m-1M-1NT rebid = 15-17 (then 2♣ Puppet/2♦ transfer) 1m-1♥-2♥-2♠=FG enquiry; 1m-1♥-2♥-3Om = invite with 5+♥	Fit Jumps 1♦-(1♥): -dbl=4♠, 1♦=5+ Responder's cue =good raise
1♥		4	4♠	NAT Usually 5+♥ or 15-19, 44(32)	New suit = natural, F1; Strong jump shifts in ♠/♦ 1NT=5-9; 2NT=FG raise, 4+♥ 3♣ =either a limit raise to 3♥ or strong with ♣ 3♠=weak splinter in unknown suit;3NT/4m=stronger	1♥-1♠-1NT-(11-17)-2♣-2♦/♥/♠/NT=11-14/15-16/15-16 3433/Maxes 1♥-1NT-2♣=Comant: Natural or any game force. 1♥-1NT-3m=INV 1♥-2m-2NT=15-19 BAL, then 3♣ asks for strength/support 1X-2m-3NT = 5224, 17-19; 1♥-2♣-3♠-4♦ = agrees hearts	P-1M-2♣=either natural or good raise to 2M+ Fit Jumps; In competition, NT generally natural
1♠		5	4♥	NAT 1NT=5-9; 2NT=FG raise, 4+♠;3NT=weak splinter 3♣ =either a limit raise to 3♠ or strong with ♣	New suit = natural, F1; Strong jump shifts in ♦/♥ 1NT=5-9; 2NT=FG raise, 4+♠;3NT=weak splinter 3♣ =either a limit raise to 3♠ or strong with ♣	1♠-1NT-2♣=natural, or weak with hearts, or any game force 1♠-2♥-2NT/3NT = 3 way (3♣ asks)/53(23) 18-19. 1♠-2♥-2NT-3♣-steps=17-19,5233/3♥/6♠/15-165233+flags/5431/5413	P-1M-2♣=either natural or good raise to 2M+; Fit Jumps In competition, NT generally natural
1NT		2	4♥	12-14, may be good 11 (6m or 5M possible, not forced)	2♣=Stayman(could be raise to 2NT without 4M) Game bids=to play..2♦/♥=Jacoby transfers. 2♠/NT=5+♠/♦ (Opener completes with Kxx or better) 3♣=4♥, short spades; 3♦=5+♦,short clubs 3M=shortage;4♣=slam try in ♠;4♦=hearts.	1NT-2♣-2any-3♣=puppet to 3♦ (natural by passed hand) 1NT-2♣-2M-3♦=2-way; 1NT-2♣-2♦:-3♦=FG 55M; 3♥=55M INV After 1NT-2♣-2♥: 2♠=INV with 4♠; 2NT INV without 4♣ Transfer to major then new suit = natural, FG at 3-level Transfer to minor then new suit at 3-level =shortage F4m	2NT=Lebensohl (maybe strong) 1NT-(2♥)-3m=NAT, INV; 3♥=5+♠ 1NT-(2♠)-3♠/♦/♥=INV+ transfers 1NT-(3♣):- 3♦/♥/♠=transfers 1NT-(3♦):- 3♥=5+♠; 3♠=5+♥.
2♣	✓			FG or (22)23-24 BAL	2♦=negative or waiting; 2♥/3m=natural positives 2♠ = balanced(ish) positive 2NT = positive with 5+♠	2♣-2♦-2♥=natural or 25+BAL (2♠ asks) 2♣-2♦-3M/4m=natural, sets suit, asks for cue bid 2♣-2NT-3♣=natural or balanced	2♣-(X)-P=0-4; 2♦=semi-pos 2♣-(bid)-P=0-4 or PEN; X=values
2♦		5		Weak 2 in ♦ Sound in 2 nd seat; 9-12 in 4 th	2♥/♠=natural, constructive, NF; 3♥/♠ = Natural, FG 2NT = NAT, INV; 3♣=enquiry; 4♣=fit jump	After 2♦-3♣:- 3♦=MIN; 3M = MAX, lowest 3-card major.;3NT MAX	Fit jumps
2♥/♠		5		Weak 2 in bid suit Maybe 5-card suit 1 st NV/3 rd Sound in 2 nd seat, 9-12 in 4 th	2♠=natural, constructive, NF; 3new suit=NAT, F1 2NT = enquiry; 2♥-3♠=Natural, FG 4♣/♦=fit jump; 4♥ =to play	2M-2NT: 3♣=lower range 3♦=very bad OR MAX without shortage 2M-2NT:3♥/♠/NT =MAX with shortage in ♣/♦/OM If 1 st NV, "very bad" = 5-card suit, 2M-2NT-3any-4♣=RKCB in Opener's major	Fit jumps
2NT				NAT 20-21 (22) HCP	3♣=5-card Stayman; 3♦/♥=transfers to ♥/♠ (not FG) 3♠=both minors; 3NT = to play; 4♣/♦=SAT slam try 4♥/♠=single-suited slam try in ♠/♦ respectively	After: 2NT-3♣: 3♦=4M; 3♥=no 4CM; 3♠=5♠; 3NT=5♥	2NT-(3♣):- 3♦/♥/♠=transfers 2NT-(3♦):- 3♥=5+♠; 3♠=5+♥.
3 suit		6		SOUND 2 nd or 4 th	3♦/♥/♠-4♣=RKCB; 3♣-4♦=RKCB 3♥/♠-4♦=general slam try in Opener's major	HIGH LEVEL BIDDING	
3NT			N/A	Solid minor suit No outside A or K in 1 st /2 nd seat	4/5♠=PoC; 4♦=shortage ask	Cue style: Flexible, may bypass 2 nd round control If cue-bid is doubled, XX shows control (usually 1 st) If open 2NT or 3NT pulled to 4m, 4NT=NAT/DISC;	5NT 'pick a slam' if no clear suit agreement 5NT GRAND SLAM FORCE (5♠ if ♣ agreed) RESP: step 1= 0, 6NT 2, 7♣ 3, 6other=1,
4 suit		6	N/A	NAT PRE	4m-4NT NAT; 4M-4NT RKCB; 4m-4M NAT 4♣-4♦=RKCB; 4♦-5♣=RKCB;	Otherwise 4NT*= RKCB if suit has been agreed: RESP: 5♣ 0/3, 5♦ 1/4, 5♥ 2, 5♠ 2+Q, 5NT +=void *If hearts trumps, 4♠ (if not natural) is RKCB	Higher bids <=6T=stronger in context Kickback in some sequences 0/3,1/4,2,2+Q DOPI/ROPI if room else DOPE/ROPE
4NT			N/A	Specific ace ask	5♣ none, 5♦/♥/♠/6♣ ace of bid suit, 5NT two aces	Over Q ask, deny by bidding trump suit; with Q show a side king or bid 5NT. 5T+1 asks for kings	'last train' type bids in some auctions

